GOD OF WAR II™

SONY
COMPUTER
ENTERTAINMENT ®

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 console always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

PIRACY

The unauthorised reproduction of all or any game part of this product and the unauthorised use of registered trademarks are likely to constitute a criminal offence. PIRACY harms Consumers as well as legitimate Developers, Publishers and Retailers. If you suspect this game product is an unauthorised copy, or have any other information about pirate product, please call your local Customer Service number given at the back of this manual.

See back page of this manual for Customer Service Numbers.

Pan European Games Information (PEGI) Age Rating System

The PEGI age rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:-

The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age rating of the game reflects the intensity of this content. The icons are:-

VIOLENCE BAD LANGUAGE FEAR SEXUAL CONTENT DRUGS DISCRIMINATION GAMBLING

For further information visit **http://www.pegi.info**

Grief Reporting

If you experience any unacceptable, inappropriate or unlawful behaviour while playing online, please contact us at http://ps2reporting.com

SCES-54206/ANZ

1 Player • Memory Card (8MB) (for PlayStation®2) : 525KB minimum • Analog Control Compatible: analog sticks only • Vibration Function Compatible

FOR HOME USE ONLY: this software is licensed for play on authorised PlayStation®2 consoles only. All unauthorised access, use or transfer of the product or its underlying copyright and trademark works is prohibited. See eu.playstation.com/terms for full usage rights. Library programs ©1997-2008 Sony Computer Entertainment Inc. exclusively licensed to Sony Computer Entertainment Europe (SCEE). RESALE AND RENTAL ARE PROHIBITED UNLESS EXPRESSLY AUTHORISED BY SCEE. Manufactured in Australia.
God of War™ II ©2006-2008 Sony Computer Entertainment America Inc. Published by Sony Computer Entertainment Europe. Developed by Sony Computer Entertainment America Inc. God of War is a trademark of Sony Computer Entertainment Europe. Manufactured in Australia. All rights reserved.

ENGLISH

SETTING UP

Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Check that the I/⏻ indicator on the front of the console is lit up red. Press the I/⏻/RESET button and the I/⏻ indicator will light up green.

Press the ⏏ button on the console front to open the disc cover and place the **GOD OF WAR™ II** disc in the disc holder with the label side facing upwards. Press lightly until the disc clicks into place. Close the disc cover by pressing firmly until you hear a click. **GOD OF WAR™ II** will then commence loading. Do not insert or remove accessories once the power is turned on.

Owners of SCPH-30000 and SCPH-50000 series PlayStation®2 consoles should refer to the setup instructions supplied with the console.

Please select your preferred language from the language selection screen displayed on start up.

PLEASE NOTE: the information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the English version of this product.

MEMORY CARD (8MB) (FOR PLAYSTATION®2)

PLEASE NOTE: throughout this manual, the term "Memory Card" is used to describe the Memory Card (8MB) (for PlayStation®2) - (product code SCPH-10020 E). Memory Cards (product code SCPH-1020 E) designed for use with PlayStation® (PS one®) format software are not compatible with this game.

To save game settings and progress, insert a Memory Card into MEMORY CARD slot 1 or MEMORY CARD slot 2. You can load saved game data from the same Memory Card or any Memory Card containing previously saved game data. Make sure there is enough free space on your Memory Card before commencing play.

NOTE: if only one Memory Card is inserted, the MEMORY CARD slot in question will be automatically selected. If both MEMORY CARD slot 1 and MEMORY CARD slot 2 are in use, you will be given the option to select a MEMORY CARD slot for use.

SAVING PROGRESS

You can save your progress at special Save Altars found throughout the adventure. Approach a Save Altar and press the R1 button to activate it. When asked if you would like to save, choose "Yes" and press the ⊗ button.

DIRECTIONAL BUTTONS – MOVEMENT

In this manual, ↑, ↓, ←, → etc. are used to denote the direction of both the directional buttons and the left analog stick unless stated otherwise. A Digital Controller can not be used to play **GOD OF WAR™ II**. On start up the Analog Controller (DUALSHOCK®2) will default to analog mode (indicator: red).

USING MENU SCREENS

Press ↑, ↓, ← or → to highlight an option, then press the ⊗ button to confirm. To return to the previous menu screen, press the △ button. Press the L1 button or R1 button to navigate through in-game menu screens.

GETTING STARTED

MAIN MENU

Press ⬆ or ⬇ to highlight one of the following options and press the ⊗ button to confirm:

New Game	Experience Kratos' greatest adventure from the beginning
Load	Resume a game previously saved to Memory Card
Options	See the Options section of this manual
Treasures	View any special features that have been unlocked

If you are playing for the first time, choose "New Game" from the Main Menu. **GOD OF WAR™ II** offers four different difficulty modes, so select the appropriate mode before beginning:

Mortal (Easy)
Spartan (Normal)
God (Hard)
Titan (Very Hard)

NOTE: to access **Titan** mode, you must first complete one of the **Mortal**, **Spartan** or **God** difficulty levels.

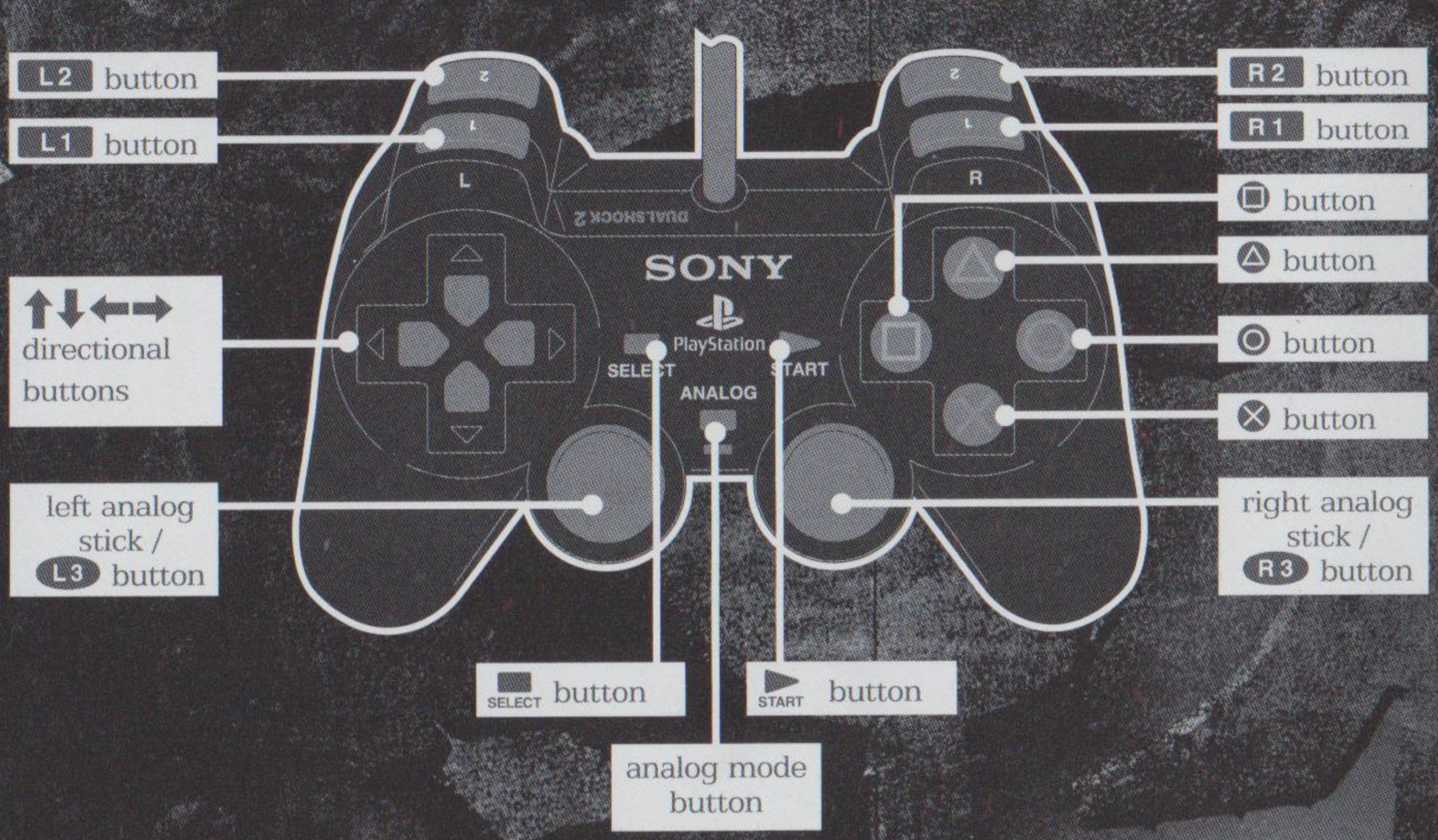
OPTIONS

Select Options to adjust various settings before or during play.

Widescreen	Toggle the widescreen aspect ratio on or off
Messages and Hints	Turn in-game help on or off
Music Volume	Adjust the volume levels for music
SFX Volume	Adjust the volume levels for sound effects
Sound Mode	Choose Mono, Stereo or Surround
Controller Display	Check an overview of the default controls
Flight Controls	Adjust the vertical axis to normal or inverted when Kratos is flying
Vibration	Toggle the vibration function of the Analog Controller (DUALSHOCK®2) on or off
Return to Main Menu	Exit the Options Menu

DEFAULT CONTROLS

ANALOG CONTROLLER (DUALSHOCK®2)



ON GROUND CONTROLS

Walk/Run/Climb/Swim	left analog stick
Evade	right analog stick
Jump	⊗ button
Double Jump	⊗ button then ⊗ button
Normal Attack	□ button
Heavy Attack	△ button
Grab	○ button
Block	L1 button
Select Magic	↑, ↓, ←, → directional buttons (once acquired)
Use Magic	L2 button
Action/Interact/Grapple	R1 button
Access In-Game Menu Screens	START button
Pause Menu	SELECT button

ON GROUND ADVANCED

Some of these moves require Kratos to upgrade his blades before they can be used.

Olympic Ascension	△ button (hold to charge)
Orion's Harpoon	○ button (when enemy is airborne)
Cyclone of Chaos	L1 button + □ button
Tartarus Rage	L1 button + △ button
Rampage of the Furies	L1 button + ○ button

IN AIR BASICS

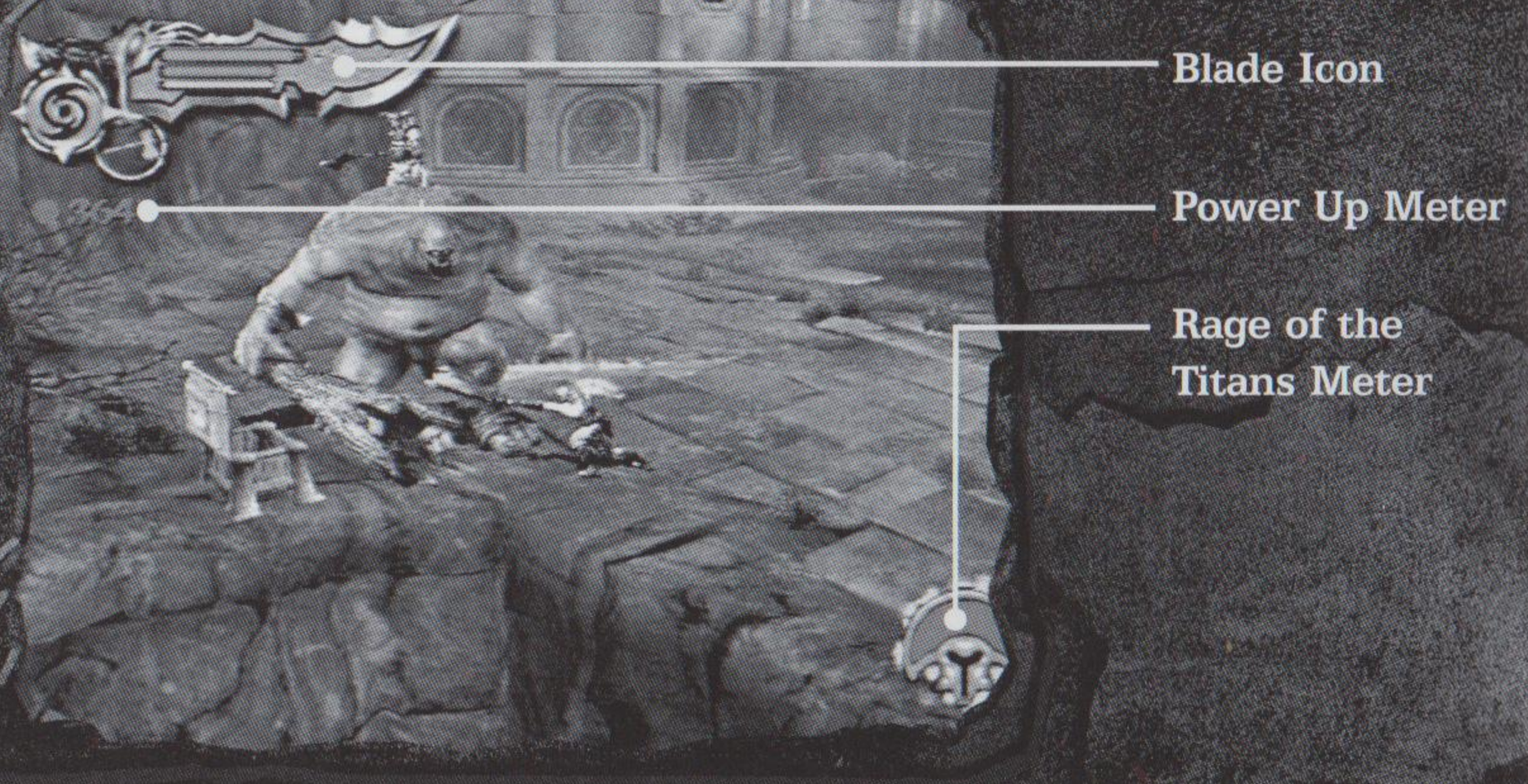
Double Jump	✕ button then ✕ button
Horizontal Attack	□ button
Vertical Attack	△ button
Air Grab	○ button (when Kratos and enemy are airborne)
Block	L1 button
Select Magic	↑, ↓, ←, → directional buttons (once acquired)
Use Magic	L2 button

IN AIR ADVANCED

These moves require Kratos to upgrade his blades before they can be used.

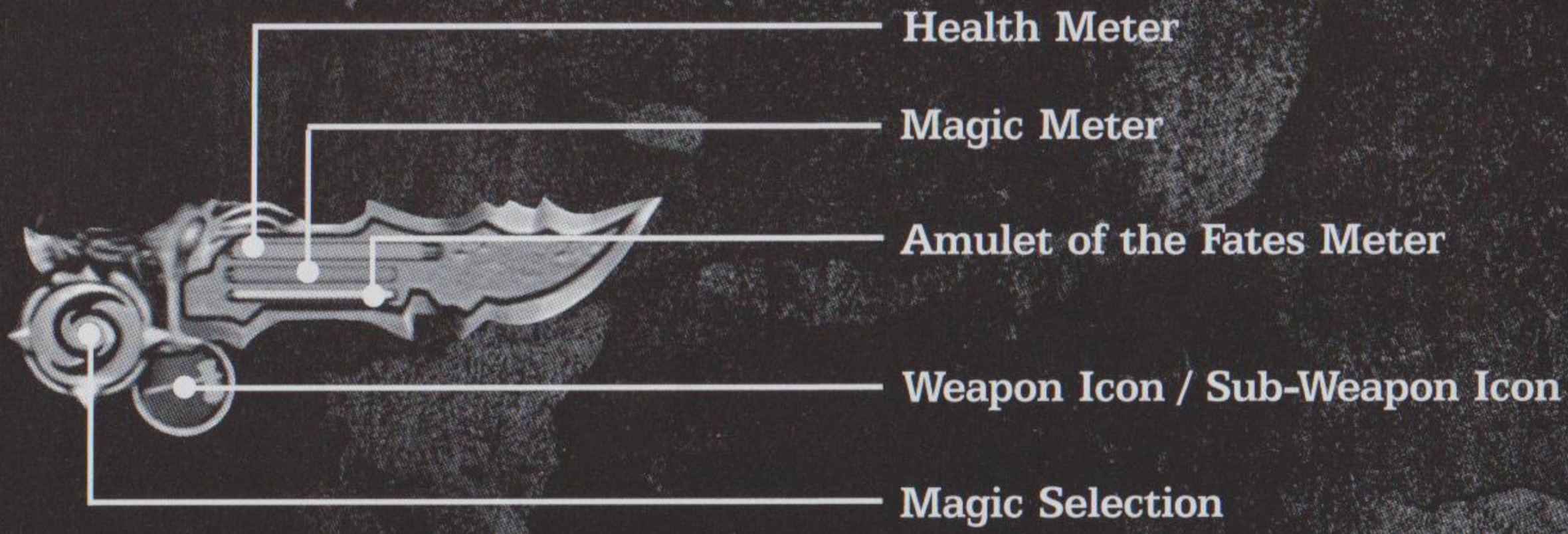
Cyclone of Chaos (Air)	L1 button + □ button
Tartarus Rage (Air)	L1 button + △ button
Rampage of the Furies (Air)	L1 button + ○ button

THE GAME SCREEN



Blade Icon

The blade icon contains three separate meters in one – health, magic and Amulets of the Fates – as well as indicating the currently selected magical ability.



Health Meter

The health meter is refilled by collecting green health orbs from fallen enemies and glowing green chests.

Magic Meter

The magic meter is refilled by collecting blue magic orbs from defeated enemies and glowing blue chests.

Amulet of the Fates Meter

The Amulet of the Fates meter represents the amount of time Kratos has left when using the Amulet of the Fates. Once depleted, the meter will automatically refill.

Power Up Meter

The power up meter is used to power up Kratos' blades and magic. It is filled by collecting red power up orbs.

Sub-Weapon Icon

The sub-weapon icon is displayed underneath the blade icon once Kratos receives his first sub-weapon. Press the R2 button to quickly toggle between the blades and the current sub-weapon.

Magic Selection

Kratos will gain many powerful superhuman abilities. The magic icon represents the current magic selected.

Weapon Icon

The weapon icon is displayed when Kratos has a weapon equipped other than his blades.

Rage of the Titans Meter

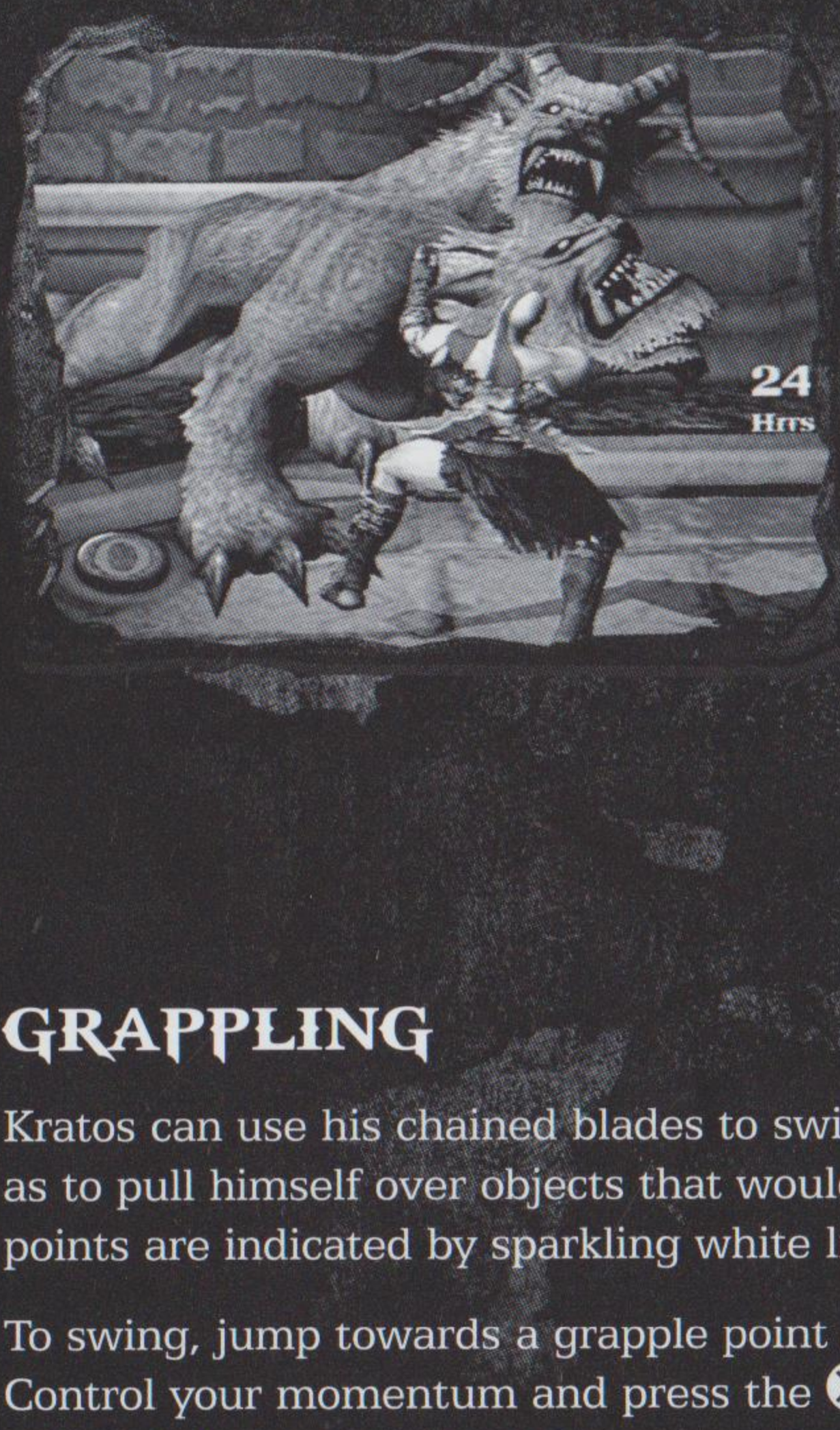
The Rage of the Titans meter will slowly fill as Kratos fights and defeats his enemies, or when rare gold Titan orbs are discovered. When the meter is partially or completely full, Kratos can temporarily draw upon the Rage of the Titans – press the L3 button and the R3 button simultaneously to unleash more vicious attacks, whilst taking less damage.

ATTACKS AND MOVES

COMBOS

Kratos can link attacks together to form a string of combos capable of creating massive damage. Kratos' main weapons are his two Blades of Chaos – one is attached to each arm by a long chain that wraps around his limbs. By striking, swinging and even using them to catch and impale his enemies, Kratos can execute both short-range and long-rage attacks.

CONTEXT SENSITIVE ATTACKS



Context sensitive attacks sometimes take place once a particular enemy has received enough damage. In these circumstances, a ◎ button icon will be displayed on-screen, over the enemy's head. Press the ◎ button and then continue to time and execute the series of button presses and/or left analog stick movements that are indicated on-screen. If your reactions are quick enough, Kratos will take out the enemy with a devastating finishing move.

GRAPPLING

Kratos can use his chained blades to swing across gaps and chasms, as well as to pull himself over objects that would normally be out of reach. Grapple points are indicated by sparkling white lights that radiate when in range.

To swing, jump towards a grapple point and press and hold the R1 button. Control your momentum and press the ⊗ button to jump off of the grapple point at the correct moment.

SWIMMING

Kratos can swim underwater for an unlimited amount of time. To swim, move the left analog stick in any direction. Press the □ button to dive underwater. Press the ✕ button or the △ button to rise to the surface. Kratos can also execute an underwater dash – press and hold the R1 button to charge up the move and then release it to dash.

CLIMBING

Kratos can climb certain surfaces and even fight while hanging on. To climb on a wall or other climbable surface, move the left analog stick in the desired direction. Press the ✕ button to quickly jump along the wall. To jump off, move the left analog stick ↓ and press the ✕ button. Press and hold the R1 button to quickly slide down a wall. Kratos can also travel quickly along ceilings using his blades.

MOVING OBJECTS

Kratos can move certain objects from one place to another. To grab an object, approach it and press and hold the R1 button, then move the object using the left analog stick. Kratos can also kick moveable objects. To kick an object, hold the R1 button and the ✕ button to charge the kick, then release.

MAGIC AND PUZZLES

USING MAGIC

Once granted, these special abilities will give Kratos temporary powers that will greatly increase his chances of survival. As magic abilities are acquired, press the ↑, ↓, ← and → directional buttons to select an ability, then execute the move or combo required to unleash it. Using magic will deplete Kratos' magic meter.

SOLVING PUZZLES

Kratos will often be called upon to decipher intricately challenging puzzles, interacting with items in the environment in order to continue. If you see a glowing white light next to an object or individual, approach it and press the R1 button. Sometimes, you will be required to rapidly press the ◎ button, while on other occasions you might need to press the R1 button in conjunction with the left analog stick.

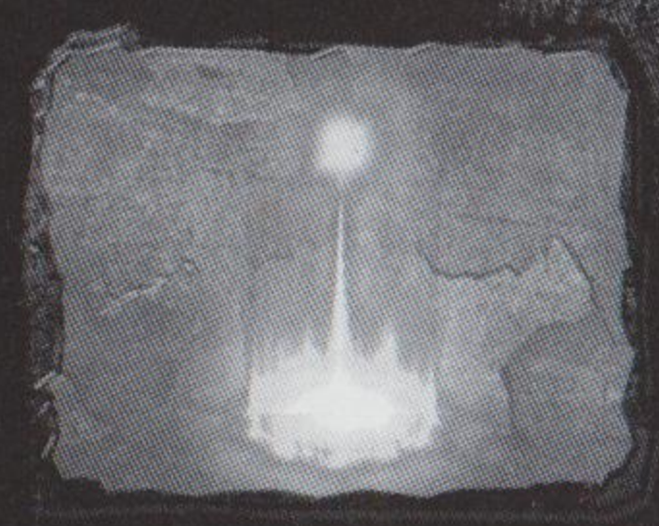
ITEMS

ORBS

Orbs can be found in four different colours: red, green, blue and gold – each serving a distinct purpose. Orbs are collected by killing enemies, destroying environmental objects and opening chests. Red orbs are power up orbs, which can be used to upgrade weapons and magical abilities. Green orbs are health orbs and will refill Kratos' health meter. Blue orbs are magic orbs and refill Kratos' magic meter. Gold orbs are Titan orbs, which refill the Rage of the Titans meter.

CHESTS

Throughout his quest, Kratos will often find chests, many of which are cleverly hidden within the environment. These chests hold useful items and orbs. To open a chest, stand in front of it and press and hold the R1 button.

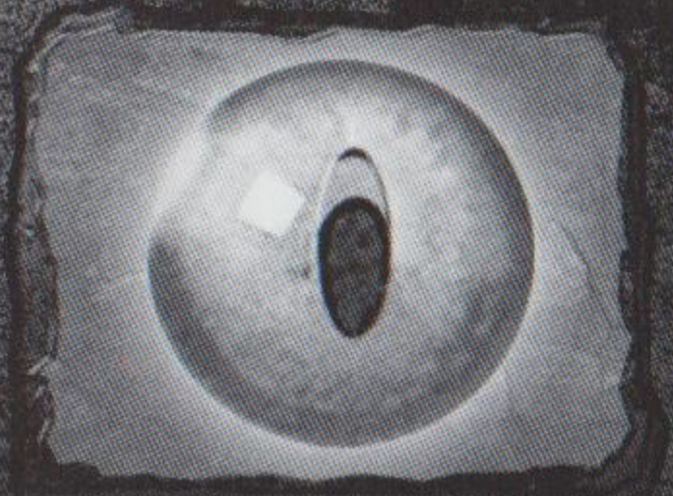


SAVE ALTARS

When Kratos comes across a glowing pillar of light, step into the light and press the R1 button to save your progress.

SPECIAL ITEMS

In addition to orbs, Kratos can find special items to greatly increase his powers. Of course, items such as these are not easy to come by; only a true warrior will be able to uncover and collect them all. To view the special items you have acquired press the START button and then press the L1 button or the R1 button to scroll to the Items Menu.



GORGON EYES

Collect six Gorgon eyes to increase Kratos' health meter by one level.

PHOENIX FEATHERS

Collect six Phoenix feathers to increase Kratos' magic meter by one level.

CYCLOPS EYES

Collect twenty Cyclops eyes to unlock something extra special.

URNS OF POWER

Discover the secret locations of the six urns of power to use their abilities in bonus play mode.

IN-GAME MENU SCREENS

Press the START button during gameplay to pause the game and access the **Power Up**, **Items**, **Moves** and **Status** menu screens. Press the L1 button or R1 button to scroll between the screens and press ↑, ↓, ← or → to highlight an option.

POWER UP MENU

Kratos will acquire new weapons and magical abilities, which then can be upgraded by using the red orbs he has collected. Select a weapon or magic ability to power up and then press and hold the ⊗ button to upgrade.

STATUS MENU

Displays your total play time, highest combo achieved, total number of enemy kills and more.

MOVES MENU

Displays all of the current combos and moves that have been unlocked and are available to Kratos. As Kratos gains new magic and abilities, the move list will grow substantially.

ITEMS MENU

View any special items Kratos has discovered so far.

THE PAUSE MENU

Press the SELECT button during play to pause the action. From this menu, you can choose **Continue** to return to the game, **Options** to adjust various game options; **Restart from Last Checkpoint** to restart the current game from the last checkpoint reached, or **Quit Game** to quit and return to the Main Menu. Press the △ button or the SELECT button to return to the game.

GODS AND TITANS

Here is an overview of the key deities of ancient Greece; some of whom Kratos has crossed swords with in the past, some of whom he will encounter on his latest journey.

ZEUS

The supreme ruler of the gods, Zeus reigns over the sky, while his brothers Poseidon and Hades rule the seas and underworld. As lord of the sky and rain, Zeus wields deadly thunderbolts, which he can hurl at those who displease him.

ATHENA

Athena is the daughter of Zeus. She is a fierce and brave warrior, but only fights to defend her city or Olympus from outside enemies. She is the goddess of the city of Athens and is the embodiment of wisdom, reason and purity.

POSEIDON

Second only in eminence to his brother, Zeus, Poseidon is the ruler of the seas. Carrying a trident with which he can shake and shatter whatever he pleases, Poseidon can bring the rage of the ocean down upon those who anger him.

KRATOS

A Spartan warrior who served the God of War. Forced to kill his wife and child by Ares, Kratos sought revenge. Upon defeating Ares, Kratos became the new God of War; more ruthless and power hungry than his predecessor ever was.

HADES

The underworld is hidden deep beneath the surface of the Earth – a joyless place where the dead slowly fade into nothingness. It is the kingdom of the dead and ruled over by Hades, brother of Zeus and god of the underworld. Hades is a greedy god who is greatly concerned with increasing his subjects.

CRONOS

The Titan Cronos was the son of Gaia and father of Zeus. Fearful that one day his offspring would overthrow him, just as he had overthrown his own father, Cronos attempted to imprison his children within his belly. Zeus escaped this fate and returned to rescue his trapped brothers and sisters. Following the defeat by the gods in the Titan war, Cronos was banished to wander through the desert carrying Pandora's Temple on his back, till the sand scraped the flesh from his bones.

GAIA

Born from chaos, Gaia personifies Earth, and is the mother of all Titans and the mighty Cyclops. She foretold that the son of Cronos would one day overthrow the Titans and rule Olympus.

ATLAS

Son of the Titan Lapetos and brother of Prometheus, the Titan Atlas was king of Arcadia. Atlas led the Titans in the war against the gods. Upon defeat, he was banished by Zeus to stand on the western edge of the Earth and hold up the heavens on his shoulders.

CREDITS

SONY COMPUTER ENTERTAINMENT AMERICA

Santa Monica Studio

Game Director - Lead Designer Cory Barlog, **Producer** Steve "Scat" Caterson, **Lead Programmer** Tim Moss, **Art Director** Stig Asmussen, **Visual Development Director** Charlie Wen, **Creative Director** David Jaffe, **Executive Producer** Shannon Studstill, **Production Group** Chad Cox (Associate Producer – Localisation Coordinator),Angie Howard (Associate Producer - Animation Coordinator), Ariel Lawrence (Assistant Producer - Cinematics Coordinator), Rita Mines (Associate Producer - Project Coordinator), Aaron Orsak (Associate Producer - Design Coordinator), Kenneth T. Roy (Associate Producer - Lead Artist), Joel Taubel (Associate Producer - Combat Coordinator), Whitney Wade (Producer - Design Manager), **Additional Production Support** Yumi Yang, **Assistants to Production** Christopher Beaver, Matthew Cappiello, William Weissbaum, **Game Programmers** Matt Arrington, Magnus Danielsson, Thomas Miller IV, Fabrice Odero, Bob Soper, Phil Wilkins, **Lead Engine Programmer** Christer Ericson, **Additional Programming Support** Moumine Ballo, Ben Diamand, Vassily Filippov, Naty Hoffman, **Design - Level Design and Scripting** Michael Cheng (Lead), Paul Edwards, Nathan Gary, Jonathan Hawkins, Ashley Morgan, Todd Papy, Jeremy Parker, Chip Sbrogna, Jo Wright, **Design - Combat Scenarios** Cory Barlog, Nathan Gary, Todd Papy, **Design - Combat Systems** Eric Williams (Lead), Derek Daniels, Jason McDonald, Adam Puhl, **Design – Camera** Mark Simon (Lead), Andy Ashcraft, Paul Edwards, **Design - Sound and Music Scripting** Todd Piperi (Lead), Paul Edwards, Michael Ha, **Additional Design Support** Jason McDonald, Charles Pinady, Tobin Russell, **Concept Artists** Cecil Hong-Sik Kim (Environment Lead), Andy Park, Erik San Juan, Scott Seeto, Dwayne Turner, **Additional Concept Art** Ryan Meinerding, **Environment Artists** Mark Ahlin (Lead), Christopher Sutton (Lead), Raymond Arriaga, Paul Coda, Ken Feldman, John Palamarchuk, Timo Pihlajamaki, Nate Stephens, Lewis Walden, **Additional Environment Art Support** Den Johnson, **Character Artists** Louis Lu (Lead), Kevin Anderson, Go Woon Choi, Ken Huynh, Erik San Juan, **Game Animators** Mehdi Yssef (Lead), Artak Avakyan, James Che, Jackie Corley, Sean Gilley, Tommy Ho, Jason McDade, Tim Pixton, Sonny Santa Maria, Bruno Velazquez, **Cinematic Animators** Jackie Corley (Lead), Artak Avakyan, Jason McDade, Sonny Santa Maria, Bruno Velazquez, **Cinematic Environment Artist** Wade Mulhern, **Additional Cinematic Animation Support** James Che, Sean Gilley, Tommy Ho, Tim Pixton, Mehdi Yssef, **Visual Effects Artists** Maximilian Vaughn Ancar (Lead), Wade Mulhern, **Character Technical Director** Giovanni Luis, **Interface Technical Artist** Cory Barron, **Technical Artists** Gary Kavanagh, Jason Minters, Alexander Stein, **Additional Technical Art Support** Mark Anderson, Richard Greenspan, Sean Gilley, **Game Testers** Stephen Peterson (Lead), Saladin Begum, Rob Hargraves, Sean Manzano, Matthew Miller, Adam Root, **Story By** Cory Barlog & David Jaffe, **Game Written By** Cory Barlog, James Barlog, Marianne Krawcyzk, **Additional Writing By** Ariel Lawrence, William Weissbaum, **Project Manager** Jim Miller, **Director of Tools and Technology** Christer Ericson, **Director of Technology** Tim Moss, **Director of Internal Production** Shannon Studstill, **Director, Product Development** Allan Becker, **Vice President, Product Development** Shuhei Yoshida

Special Thanks

We would like to thank spouses/significant others and families of the development team. We would also like to thank Janet Aghazarian, Michael Dennis, Angie Drennon, John Dudkowski, Sarah Farmer, Brian Fukuji, Shelly Gayner, Cory Haibloom, Barbara House, Luciania Jinzo, Craig Karasky, Douglas Kelley, Amy Kingma, Eric Koch, Joslyn Ferrero, Lisa Lunger, Chin Chin Lin, Gene Magerr, Arturo Mora, Ninalei Morrison, Jose-Antonio Nasser, Sue Nopar, Tanya Page, Robert Rabang, Evette Reveles, Charlene Ryan, Jeanie Schenk, Shayla Skilling, Brian Upton, Patrick Murphy, Rob Wyatt, Jonathan Alan York, USC School of Engineering (Anthony Borquez), 411 Creatives (Susan Reese), Interact Agency (Mark Synor), EventMakers (Guy Genis), the SN DBS Team at SN Systems, and Murray Hill Center.

SCEA Audio Production Group

Director of Tools, Technology and Services Buzz Burrowes, **SCEA Sound Design Manager** Dave Murrant, **Sound Design Manager** Phillip Kovats, **Lead Sound Designer** Chuck Russom, **Sound Design** Brad Aldredge, Tristan des Prés, Paul Fox, Phillip Kovats, Emile Mika, **Creature Sounds Special Effects** David Farmer, **Dialog Supervisor** Greg deBeer, **Dialog Coordinator** Jacquie Shriver, **Cinematic Audio Post Manager** Mike Johnson, **Cinematic Audio Post Production** Chris Canning , Jeff Darby, Eric Kuehnl, Mike Johnson, Steve Johnson, Brian Min, **PD Sound Project Coordinator** Davina Mackey, **Foley Recording Provided By** Warner Brothers Post

Production Services

Foley Artists John Roesch, Alyson More, David Fein, **Foley Mixer** David Fein, **Foley Recordist** Scott Morgan

SCEA Music Production Group

Director of Music Chuck Doud, **Senior Music Supervisor** Clint Bajakian, **Music Supervisor** Jonathan Mayer, **Music Mixing and Editing** Jonathan Mayer, Joel Yarger, **Music Production Associates** Scott Hanau, Ernest Johnson, **Manager, Music and Licensing** Jason Swan, **Associate Music Producer** Tammy Tsuyuki, **Music Operations Manager** David Mucci, **Music Intern** Ryan Duda, **Music Composed by** Gerard K. Marino, Ron Fish, Mike Reagan, Cris Velasco, **Orchestrator and Conductor** Tim Davies, **Additional Orchestration** James T. Sale, Kostas Christides, **Music Preparation** Leland Bond, Mark Cally, Brandon Roberts, **Music Performed by** London Session Brass Players, London, United Kingdom. Contracted by Isobel Griffiths Ltd. Recorded at Angel Studios and Abbey Road Studios, London Choir conducted by Jan Chalupeck?. Contracted by Zdena Pelikanova. Recorded at C.N.S.O. Studios, Prague Nejad, Persian Instrumentalist. Contracted by Greg Gordon. Recorded at Pyramind Studios, San Francisco, California.

SCEA Art and Animation Services Group

Director, Art and Animation Services Group Dwayne Mason, **AASG Senior Department Administrator** Nonet Vargas, **AASG Department Administrator** Monique Williamson, Brian Rausch, **Production Manager** Scott Peterson, **Animation Manager** Chad Moore, **Motion Capture Department Assistant** Tami Friend, **Motion Capture Studio Supervisor** James Scarafone, **Motion Capture Studio Technician** Ryan Beeson, Doug Hagstrom, Eduardo Contreras, **Motion Capture Tracking Lead** Michael Shinkle, **Motion Capture Specialist** Travis Parks, Sarah Back, Percy Sagun, **Motion Capture Animation Lead** Frank Strocco, **Motion Capture Animator** Brian Phipps, Michael Graessle, Eryn Roston, **Motion Capture Technical Animation Lead** Johnny Walker, **Motion Capture Technical Animator** Daniel Legg, Trisha Manbeck, **Motion Capture Performer Casting By** Brigitte Burdine, **Motion Capture Performers** Daz Crawford, Joseph Gatt, Ute Werner, Anthony Ray Parker, Bert Belasco, Chuck Kelley, Ben Hermes

Hi-Res and In-Game Cinematics

Hi-Res Cinematics By SemoLogic, Inc.
Cinematic Supervisor Jong Bo Kim, **Project Supervisor** Se min Tho, **CG Supervisor** Jeung Soo Kim, **Producers** Seung Won Park, You Shin Won, Kay Sasatomi, **Character Animation Supervisor** George Zimmet,
In-Game Cinematics By Technicolor Interactive Services
Vice President of Interactive Services Mike Gollom, **Senior Director Of Interactive Services** Chan Park, **Senior Art Development Manager** Joe McGuffin, **CG Directors** Robert Castaneda, Stephen Fedasz, **Cinematics Production Coordinators** Eric Kovats, Iva-Marie Palmer

Cinematic and In-Game Post Effects

Cinematic and In-Game Post Effects By Planet Blue

Cinematic and In-Game Voice Over

SCEA Voice Over Coordinator Rita Mines, **Voice Over Services Provided By** Soundelux Design Music Group, **Executive Creative Director** Scott Martin Gershin, **Voice Over Business Manager** William "Chip" Beaman, **Voice Over Coordinator** Erica Mehallo, **Voice Over Recording Engineer** Justin Langley, Matt Beville, Dutch Hill, **Voice Over Editors** Justin Langley, Chad Bedell, Eliza Engle, Mark Camperell, Bryan Celano, Dutch Hill, Bob Rankin, **Voice Over Directors** Kris Zimmerman Salter, Keythe Farley, Patrick Ginn, **Voice Actors** Linda Hunt - **Narrator, Gaia**, TC Carson – **Kratos**, Michael Clarke Duncan - **Atlas**, Carole Ruggier - **Athena**, Harry Hamlin - **Perseus**, Corey Burton - **Zeus**, Paul Eiding - **Theseus**, Bob Joles - **Barbarian King & Icarus**, Leigh Allyn Baker - **Lahkesis, Bathhouse Girl 2**, Debbie Maewest - **Atropos, Bathhouse Girl 1**, Jennifer Martin - **Medusa's Sister (Euryale)**, Josh Keaton - **Young Spartan**, Fred Tatasciore - **Typhon**, Susan Silo - **Clotho**, Allan Oppenheimer - **Prometheus**, Robin Atkin Downs - **Translator 1**, Armin Shimerman - **Translator 2**, Lloyd Sherr - **Cronos**, Cam Clarke - **Hercules**, Keith Furguson - **Boat Captain**, **Elevator Guy** - Stefan Marks, **Jason's Guard** - Marc Worden, **Rhodes Soldiers** - Greg Ellis, Khary Payton, Peter Lurie, **Spartan Soldiers** - Peter Lurie, Khary Payton, Greg Ellis, **Door Guy, Soldier** - Keythe Farley, **Voice Over Director** Keythe Farley, Kris Zimmerman, Gordon Hunt, **Director** Michael Blackledge

EXECUTIVE SPECIAL THANKS

We would like to thank each individual at Sony Computer Entertainment America for their contributions, support and dedication to the success of God of War™ II with special recognition to the Executive Management team including: Kaz Hirai, Jack Tretton, Jim Bass, Glenn Nash, Phil Rosenberg, Steve Ross, Riley Russell, Shuhei Yoshida and Phil Harrison.

SONY COMPUTER ENTERTAINMENT EUROPE

Producer Daniel Maher, **Associate Producer** Simon Roberts, **European Product Manager** Kevin Smyth, **European Marketing Director** Mark Hardy, **European PR Manager** Charlotte Panther, **European Release Manager** Louise Welch, **Project Asset Coordinator** Anna Wojewodzka, **Localisation Services Manager** Vanessa Wood, **Localisation Services Coordinators** Jennifer Rees, Nadège Josa, **Localisation Services Assistant** Sandra Raue, **Manual & Packaging Copywriter** Sam Holding, **Graphic Designer** Umesh Mistry, **QA Manual Approval** Clare Crawley, Chris Farrell, **Print Production** Bradley Ralph

First Party QA Manager Dave Parkinson, **Test Manager** Gareth Spencer, **Functional Testing Supervisor** Wayne Smith, **Functional Testing Lead** Rory Abbott, **Functional Testers** James McGaw, Colin Roskell, David Woosey, **Localisation Supervisor** Nadine Martin, **Localisation Testing Coordinator** Yolanda Akil, **Localisation Testing Lead** Pauline Brisoux, **Localisation Testers** Silvia Ferrero, José M Flores, Rafael Deogracias, Alberto Pérez, Rafael De Vicente, Harouna Camara, William Kandot, Aurelien Mouliets, Marco Simon, Daniele Tacconi, Gianni Bianchini, Daniele De Blasio, Kirstine Spinosi, Cesare Sivo, Matthias Pokorny, Julia Aigner, Katharina Scharpf, Julia Schindler, Katharina Tropf, **TRC Testing Supervisor** Paul French, **TRC Testing Lead** Dave Hill, **TRC Tester** Lee Champion

Special Thanks: Elodie Hummel, Arran Green, Paul Michael, Andreas Aichmayr @ Sony DADC, all localisation and test agencies, and everyone at SCEE DMC and Format QA Liverpool.

Customer Service Numbers

Australia 1300 365 911*
*(Calls charged at local rate.)

Österreich 0820 44 45 40**
**(0,116 Euro/Minute.)

Belgique/België/Belgien 011 516 406
Tarif appel local / Lokale kosten

Česká republika 222 864 111
Po - Pa 9:00 - 17:00 Sony Czech. Tarifováno dle platneých telefonních sazeb. Pro další informace a případnou další pomoc kontaktujte prosím **www.playstation.sony.cz** nebo volejte telefonní číslo +420 222 864 111

283 871 637
Po - Pa 10:00 - 18:00 Help Line
Tarifováno dle platneých telefonních sazeb.

Danmark 70 12 70 13
support@dk.playstation.com Man-fredag 18-21; Lør-søndag 18-21

Suomi 0600 411 911
0.79 Euro/min + pvm fi-hotline@nordiskfilm.com
maanantai - perjantai 15-21

France 0820 31 32 33
prix d'un appel local - ouvert du lundi au samedi

Deutschland 01805 766 977**
**(0,12 Euro/minute)

Ελλάδα 00 32 106 782 000**
**Εθνική Χρέωση

Ireland 0818 365065
All calls charged at National Rate.

Italia 199 116 266
Lun/Ven 8:00 - 18:30 e Sab 8:00 - 13:00:
11,88 centesimi di euro + IVA al minuto
Festivi: 4,75 centesimi di euro + IVA al minuto
Telefoni cellulari secondo il piano tariffario prescelto

Malta 23 436300
Local Rate.

Nederland 0495 574 817
Interlokale kosten.

New Zealand 09 415 2447
National Rate.

0900 97669*
*(Before you call this number, please seek the permission of the person responsible for paying the bill. Call cost $1.50 (+ GST) per minute).

Norge 81 55 09 70
0.55 NOK i startavgift og deretter 0.39 NOK pr. Minutt
support@no.playstation.com Man-fredag 15-21; Lør-søndag 12-15

Portugal 707 23 23 10**
**Serviço de Atendimento ao Consumidor/ Serviço Técnico.

España 902 102 102
Tarifa nacional

Россия +7 (095) 238-3632

Sverige 08 587 822 25
support@se.playstation.com Mån-Fre 15-21, Lör-söndag 12-15

Suisse/Schweiz/Svizzera 0848 84 00 85*
Tarif appel national / Nationaler Tarif / Tariffa Nazionale

UK 08705 99 88 77
National rate. Calls may be recorded for training purposes

Where you see this symbol on any of our electrical products or packaging, it indicates that the relevant electrical product should not be disposed of as general household waste in Europe. To ensure the correct waste treatment of the product, please dispose of it in accordance with any applicable local laws or requirements for disposal of electrical equipment. In so doing, you will help to conserve natural resources and improve standards of environmental protection in treatment and disposal of electrical waste.

PSP

COMING SOON

GOD OF WAR

CHAINS OF OLYMPUS

GODOFWARGAME.COM

SCES-54206

"PlayStation", "PSP", "UMD" and "△ ○ × □" are trademarks or registered trademarks of Sony Computer Entertainment Inc.
God of War™: Chains of Olympus ©2005-2008 Sony Computer Entertainment America Inc. Published by Sony Computer Entertainment Europe. Developed by Ready At Dawn Studios.
God of War is a trademark of Sony Computer Entertainment Europe. Manufactured in Australia. All rights reserved.

7117199[illegible]8727